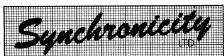
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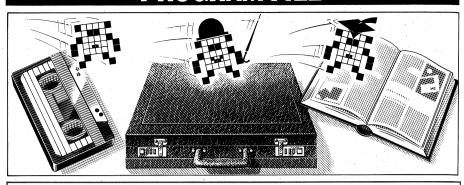
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Owen Linderholm selects the best of readers' programs. For details on submitting your own, see the end of this section.

Program of the Month is a superb program for the Spectrum by Phillip Wade. It allows a Spectrum with an Interface 1 to be hooked up to almost any modem in order to communicate with all types of bulletin board and information retrieval systems. The program overcomes the lack of a UART (Universal Asynchronous Receiver/ Transmitter) chip, and is more flexible and powerful than most commercial communications software for the Spectrum — and it's free!

While Sir Clive Sinclair may be struggling, the users of his machines most certainly aren't. Apart from the aforementioned Spectrum program, there is a well written and comprehensive (though a little fragile and slow) turtle graphics program for the QL. This program is carefully written and easy to follow, so additions are easy to implement and translation to other machines is possible. Commodore 64 users can type in an editing program that allows bi-directional scrolling of listings and auto-inserting. It can be combined with the trace / step / walk utility published in PCW, November 1985.

Amstrad owners can try out the latest program from Justin Moffitt, the author of the popular Amsquill program that was also featured in the November 1985 issue. For the BBC there is a useful development utility called Auto Program Saver. This runs in the background while you are typing in and debugging your Basic program, and automatically saves it to disk at time intervals specified by you. This is an invaluable aid to guarding against crashes and

power failures.

One machine that has not appeared in this column recently is the Lynx, but this month there is a fill routine that runs on both the 48k and 96k versions. Another machine that has been absent recently is the Enterprise, and for this there is Cuboid, a version of the popular arcadegame, Q*Bert.

Please note: in the October 1985 edition of PCW we published a program under the title Spectrum Football Manager.

We are reminded that for some time a very popular and successful program entitled Football Manager has been marketed by Mr Kevin Toms and his company Addictive Games Limited of Richmond Hill, Bournemouth.

Mr Toms' program has been recognised in the business as a classic and has regularly topped the best-selling charts. We would not wish our readers to be confused into thinking that the game we reproduced in any way represents the product of Mr Kevin Toms or Addictive Games Limited.

Games



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Program of the Month Spectrum Communicator

by Phillip Wade

This program enables a 48k Spectrum with an Interface 1 to act as an ASCII terminal to other computers via the RS232 socket. It will work at up to 1200 baud full duplex, including split baud rates, and can be used with a modem for

contacting bulletin boards, and so on. The program will not work with Prestel and Micronet as the Spectrum can't reproduce the Viewdata character set.

If a modem is used, you will need one which can be connected to the Spec-

PROGRAM FILE

trum's RS232 socket. If you can't obtain one with a suitable plug, it's probably best to get one to plug into the BBC's RS423 port and then change the plug yourself. The necessary plugs and cables can be obtained from electronics shops. Another alternative is to connect to a standard RS232 socket (25-pin D plugs). The correspondence between the two sockets for the Spectrum RS232 and BBC R423 is shown in Fig 1. When connecting to other plugs, use the same pins on the Spectrum nine-pin D plug and refer to the modem manual to connect these to the pins corresponding to the equivalents for the BBC.

If you have a modem that can be controlled by software, you will need to write this software yourself, and remember to connect the Spectrum's CTS line to the modem's RTS. Generally, it is safer and easier to use a modem controlled by switches and handle it manually.

The program stores a copy of the online interaction in a log file so that it can be viewed again later. It is also possible to print, save and load a log file. This file can hold up to 22,500 characters, and the amount of characters used up at any time is shown below the main menu.

Another option from the menu allows you to reset the protocol used to one of the common protocols used by bulletin boards, or to define all the settings individually. One of the settings allows control characters to be displayed explicitly on the screen. They will appear as an up-arrow followed by one of @,A,B,...,Z,[,/,], (\(\triangle)\),--, (£) for the control codes 0,1,...,31,127 respectively. These can also be generated for transmission by typing EMODE followed by the correct letter. Type EMODE again to revert to normal.

The following keys have special functions:

CAPS SHIFT 1 — returns to main menu
,, ,, 2 — toggles caps lock

3 — sends Xoff (CHR\$ 19)

to remote computer ,, 4 — sends Xon (CHR\$ 17) to remote computer

,, 5 — sends backspace (CHR\$ 8) to remote computer

, , 6 — sends linefeed (CHR\$ 10) to remote computer

", 7—sends cursor up (CHR\$
11) to remote computer

,, 8 — sends cursor down (CHR\$ 9) to remote computer

" 9 — prints a copy of the screen to a ZX printer

,, ,, 0 — sends delete (CHR\$ 127) to remote computer

You should remember that the program only simulates full duplex operation using half duplex, which effectively means that the computer can't really send and receive at the same time, and only pretends to do so by switching between sending and receiving very quickly.

It is possible that arriving characters could be missed or garbled if you are typing when they arrive, but this shouldn't be of too much inconvenience as it is difficult to type quickly on the Spectrum. Just remember not to type ahead by anticipating questions and typing the answers too early.

To use the program, type in the first of the listings and save it using SAVE "sc" LINE 30, then type in the second program and save it to a different tape. This program should then be run, and when it finishes it will generate code. Save it to tape (it should be saved after the first program on the first tape); this tape then holds the working version of the program. To put the program on microdrive, alter the aforementioned SAVE instruction, plus line 50 of the first program and line 110 of the second program.

In the listing, the close-bracket character in lines such as 390, 470, 500 and 510 should be typed in as the # (hash) character.



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```
150 PRINT AT 11,0;"5. Save log file"
160 PRINT AT 13,0;"6. Reload log file"
170 PRINT AT 15,0;"7. Reset protocol"
180 PRINT AT 17,0;"8. Into Basic"
190 LET start1f=32939: LET endlf=PEEK 63817+256*PEEK 63818
200 PRINT AT 21,0; "Log file: ";endlf=start1f+1;"/22500 bytes used"
210 PAUSE 0: LET ks=INKEY$! IF ks("1" OR ks)"8" THEN GO TO 210
220 IF k$>="3" AND k$<="5" AND endlf=start1f-1 THEN LET m$="No log file exists" end procoder and control of the contro
•
                       60 SUR 880: 60 TO 210
                  ': GO SUB 880: GO TO 210
230 CLS
240 IF k$="1" OR k$="2" THEN GO TO 320
250 IF k$="3" THEN GO TO 370
260 IF k$="4" THEN GO TO 420
270 IF k$="5" THEN GO TO 560
280 IF k$="6" THEN GO TO 680
290 IF k$="7" THEN GO TO 920
                  •
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                                                                                                                                                                                                                                                                                               •
              570 PRINT AT 0,0; "Save log file"; AT 0,0; GVER 1; "_____"
580 LET f$="To": GO SUB 770
590 IF k$="2" THEN PRINT )1; "Insert cartridge in drive 1, andpress any key.":
PAUSE 0: CLS: SAVE *"m"; 1; f$CODE start! f, end! f-start! ft!: VERIFY *"m"; 1; f$CODE
•
•
                    60 TO 80
                                                                                                                                                                                                                                                                                               •
                  GO TO 80
600 SAVE f$CODE startlf,endlf-startlf+1
610 PRINT )!;"Press V to verify, any other keyto continue."
620 PAUSE 0: LET k$=INKEY$: CLS
630 IF k$<>"V" AND k$<>"V" THEN GO TO 80
640 PRINT )!;"Reconnect EAR lead and play tape"
650 VERIFY f$CODE
•
              •
•
•
•
•
                 810 CLS "Sp=INKEY$: IF k$<"1" OR k$>"2" THEN GO TO 800
810 CLS "Supply filename: "; LINE f$
830 IF LEN f$=0 THEN LET m$="Filename must be given": GO SUB 880: GO TO 820
840 IF LEN f$>10 THEN LET m$="Filename too long": GO SUB 880: GO TO 820
850 CLS
860 RETURN
870 RETURN
870 RETURN
•
.
                  •
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                                                                                                                                                                                                                                                                                               •
•
                1080 PURE 6:3828,0
1090 GD TO BO
1100 PRINT "Baud rate for input"?'"Baud rate for output"?'"Parity"?'"Stop bits"?
""Echo"?'"Insert LF when CR recd"?'"Insert LF when CR sent"?'"Show control chara cters"
1110 LET restore=1510: LET address=63818
•
             •
•
```

```
1290 READ inc,bytes
1300 LET address=address+inc
1310 READ v$,v
1320 IF v$="end" THEN RESTORE restore: READ inc,bytes,v$,v: RETURN
1330 IF bytes=1 AND PEEK address=v THEN RETURN
1340 IF bytes=2 AND PEEK address=v-256*INT (v/256) AND PEEK (address+1)=INT (v/2
56) THEN RETURN
                                                  •
                                                                                              PHUSE 0
IF INKEY$=CHR$ 13 THEN GO TO 1450
IF INKEY$<>CHR$ 32 THEN GO TO 1390
                                                  1400 IF INKEY$<>CHR$ 13 INEN 60 TO 1390

1410 IF INKEY$<>CHR$ 32 THEN 60 TO 1390

1420 READ v$, v

1430 IF v$="end" THEN RESTORE restore: READ inc,bytes,v$, v

1430 IF v5="end" THEN RESTORE restore: READ inc,bytes,v$, v

1440 60 TO 1380

1450 PRINT AT n,26;v$

1460 IF bytes=1 THEN POKE address,v: RETURN

1470 POKE address,v-256*INT (v/256): POKE address+1,INT (v/256)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        •
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        •
                                                1470 POKE address,v-256*INT (v/256): POKE address+1,INT (v/256)
1480 RETURN
1490 REM ***************************
1500 REM data for protocol settings
1510 DATA 2,2, "50",50, "75",75, "110",110, "134",134, "150",150, "200",200, "300",300,
"600",600, "1200",1200, "end",0
1520 DATA 4,1, "even",0, "odd",1, "none",2, "end",0
1530 DATA 1,1, "1",2, "1.5",3, "2",4, "end",0
1540 DATA 1,1, "remote",0, "local",1, "none",0
1550 DATA 1,1, "no",0, "yes",1, "end",0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        •
                                              10 CLEAR 63630
20 LET byte=63631
30 FOR n=1000 TO 2180 STEP 10
40 LET total=0
50 FOR p=1 tot 1=0
50 FOR p=1 tot 1=0
50 FOR p=1 total=0
50 FOR p=1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             •
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    1460 DATA 241, 50, 9, 92, 217, 225, 217, 58, 75, 249, 183, 40, 13, 1, 0, 24, 1694
1470 DATA 17, 143, 216, 33, 0, 64, 237, 176, 24, 5, 62, 255, 50, 103, 249, 62, 1696
1480 DATA 2, 205, 1, 22, 205, 107, 13, 62, 63, 237, 71, 237, 86, 58, 80, 249, 1698
1490 DATA 183, 196, 156, 249, 201, 58, 107, 249, 183, 192, 58, 106, 92, 238, 8, 50, 3226
1500 DATA 106, 92, 195, 36, 252, 58, 107, 249, 183, 192, 58, 106, 92, 238, 8, 50, 2326
1510 DATA 229, 237, 115, 61, 92, 243, 61, 192, 205, 175, 14, 225, 175, 201, 58, 88, 2316
1520 DATA 249, 183, 200, 58, 107, 249, 283, 1, 50, 107, 249, 38, 72, 92, 203, 255, 2371
1530 DATA 40, 7, 230, 7, 71, 77, 71, 76, 50, 106, 249, 205, 120, 255, 175, 1712
1540 DATA 24, 51, 62, 126, 55, 33, 107, 249, 203, 70, 40, 41, 254, 644, 63, 208, 1650
1550 DATA 254, 96, 40, 64, 88, 214, 64, 24, 9, 62, 127, 245, 254, 123, 1358
1560 DATA 208, 214, 96, 245, 175, 50, 107, 249, 58, 72, 92, 246, 128, 50, 106, 249, 235, 157
1570 BATA 205, 120, 255, 241, 55, 245, 6, 15, 205, 115, 254, 241, 201, 245, 205, 242, 2850
1580 DATA 252, 58, 80, 249, 183, 40, 33, 205, 156, 249, 42, 72, 249, 41, 205, 204, 2338
1590 DATA 252, 258, 80, 249, 183, 40, 33, 205, 156, 249, 42, 72, 249, 41, 205, 204, 2338
1590 DATA 252, 259, 239, 203, 95, 32, 17, 205, 84, 31, 56, 245, 205, 56, 252, 62, 2233
1610 DATA 33, 12, 254, 190, 32, 7, 245, 35, 126, 205, 108, 252, 241, 33, 84, 249, 2106
1620 DATA 203, 70, 40, 5, 245, 205, 10, 253, 241, 79, 58, 82, 249, 254, 274, 2016
1620 DATA 203, 70, 40, 5, 245, 205, 10, 253, 241, 79, 58, 82, 249, 254, 240, 2036
1640 DATA 203, 70, 40, 5, 245, 205, 10, 253, 241, 79, 58, 82, 249, 254, 249, 254, 261
1650 DATA 239, 62, 1, 211, 247, 72, 69, 98, 107, 00, 205, 236, 252, 157, 1875
1660 DATA 239, 62, 1, 211, 247, 74, 69, 98, 107, 00, 205, 236, 252, 175, 1875
1660 DATA 239, 62, 1, 211, 247, 74, 69, 81, 749, 211, 239, 203, 58, 203, 77, 2371
1670 DATA 58, 83, 249, 71, 25, 16, 253, 233, 787, 2544, 93, 23, 23, 1, 20, 1409
1680 DATA 219, 247, 23, 56, 6, 237, 66, 216, 195, 10, 253, 244, 33, 38, 249, 203, 2785
1710 DATA 70
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▮▮●	1760 DATA	4 34,100,249,58,102,249,180,50,102,249,43,237,91,98,249,25,2116		٠Ī
11	1770 DATA	11,124,160,103,125,161,111,17,143,240,25,241,119,201,0,0,1781		1
11.	1780 DATA	219, 247, 23, 48, 63, 219, 247, 23, 48, 58, 42, 96, 249, 205, 236, 252, 2275		-
	1790 DATA	219, 247, 23, 48, 47, 6, 8, 237, 91, 92, 249, 35, 98, 107, 43, 205, 1755		1
-	1800 DATA	236,252,219,247,23,203,25,16,242,197,237,87,254,9,204,7,2458	•	١.
	1810 DATA	251,193,42,92,249,203,60,203,29,219,247,23,48,8,43,124,2034	- 1	١
_	1820 DATA	181,0,32,245,175,201,121,47,55,201,205,137,255,33,143,240,2271	- 1	1
	1830 DATA	237,91,98,249,25,78,19,33,255,7,122,164,103,123,165,111,1880		П
	1840 DATA	4 34,98,249,42,100,249,43,34,100,249,121,205,228,253,205,120,2330		1
	1850 DATA	255, 205, 242, 252, 201, 203, 191, 254, 32, 56, 11, 254, 127, 40, 7, 205, 2535	1	1
	1860 DATA	187, 255, 205, 159, 254, 201, 1, 10, 0, 33, 12, 254, 237, 177, 192, 62, 2239		П
	1870 DATA	9,145,7,79,33,22,254,9,94,35,86,235,233,13,10,127,1391		١
	1880 DATA	8,9,11,12,7,255,255,42,254,50,254,54,254,63,254,67,1849	- 1	1
	1890 DATA	254,84,254,88,254,110,254,148,254,154,254,175,50,104,249,205,2891	_	١
	1900 DATA	235, 255, 201, 205, 172, 254, 201, 205, 187, 254, 62, 32, 205, 187, 255, 201, 3111	-	1
1 1	1910 DATA	205, 187, 254, 201, 33, 104, 249, 126, 214, 31, 56, 5, 119, 205, 172, 254, 2415	1	1
	1920 DATA	201, 205, 159, 254, 201, 205, 202, 254, 201, 205, 154, 254, 205, 91, 255, 175, 3221		١
	1930 DATA	50, 103, 249, 50, 104, 249, 205, 235, 255, 201, 221, 35, 251, 237, 77, 205, 2727		1
1 1	1940 DATA	120, 255, 6, 200, 58, 72, 92, 31, 31, 31, 230, 7, 246, 24, 14, 247, 1664		1
1 - 1	1950 DATA	238, 16, 211, 254, 197, 6, 70, 237, 80, 203, 18, 56, 6, 16, 248, 193, 2049		1
	1960 DATA	16,238,201,193,201,62,255,50,105,249,201,175,50,105,249,201,2551		1
	1970 DATA	33,110,249,52,33,108,249,52,33,104,249,52,201,205,235,255,2220		1
1 1	1980 DATA	58,103,249,254,23,40,34,60,50,103,249,201,33,110,249,53,1869	- 1	1
	1990 DATA	33,108,249,53,33,104,249,53,240,54,31,205,235,255,33,103,2038		1
	2000 DATA	249,53,240,175,119,50,104,249,201,17,0,64,58,80,249,183,2091		ı
1 1	2010 DATA	32,30,42,100,249,1,170,2,237,66,56,20,237,66,56,8,1372		ŀ
	2020 DATA	1,8,16,33,0,72,24,14,1,2,22,33,64,64,24,6,384		ł
	2030 DATA	1,1,23,33,32,64,197,6,8,197,213,229,205,114,255,1,1579	•	ı
1 1	2040 DATA	32,0,237,176,225,209,193,36,20,16,238,123,198,32,95,63,1893	- 1	ı
	2050 DATA	159, 230, 248, 130, 87, 125, 198, 32, 111, 63, 159, 230, 248, 132, 103, 193, 2448		1
-	2060 DATA	16,212,65,197,6,8,197,213,98,107,54,0,19,205,114,255,1766		1
	2070 DATA	1,31,0,237,176,209,193,20,16,236,33,32,248,25,84,93,1634		ı
. -		193,16,224,13,58,103,249,145,50,103,249,201,33,255,87,17,1996	.	ı
	2090 DATA	254,87,6,192,175,119,197,205,114,255,1,32,0,237,184,193,2251		ı
1 1	2100 DATA	1 16,244,201,217,205,242,252,217,201,58,104,249,254,32,200,205,2897		1
	2110 DATA	151,255,58,106,249,42,108,249,119,201,58,104,249,254,32,200,2435		ı
	2120 DATA	1 58,72,92,42,108,249,119,201,58,112,249,167,200,58,103,249,2137		ı
	2130 DATA	205, 158, 14, 58, 104, 249, 133, 111, 34, 110, 249, 124, 15, 15, 15, 230, 1824	- -	1
1 1	2140 DATA	3,246,88,103,34,108,249,175,50,112,249,201,245,58,104,249,2274	- 1	1
	2150 DATA	254,32,32,7,175,50,104,249,205,172,254,205,151,255,237,91,2473	- 1	1
	2160 DATA	110,249,241,237,75,54,92,38,0,111,41,41,41,9,58,105,1502		ı
	2170 DATA	249,79,6,8,126,169,18,20,35,16,249,201,62,1,50,112,1401	- 1	ı
	2180 DATA	249,201,254,16,16,16,16,16,0,0,66,66,66,66,66,60,1174	- 1	1
	PUIL	,,10,10,10,10,10,0,00,00,00,00,00,00,00,11/4		1
				1



QL Turtle Graphics

by Nicholas Cooley

This program is an adaptation of turtle backward. graphics functions for the QL. The screen is divided into three windows: one for graphics output, one for commands and editing, and one for error reporting. When an error occurs, a message is displayed and a bleep is sounded. The message stays until a legal command is entered. The graphics window is the default output window, and displays not only the turtle and graphics, but also text such as file directories.

At the lowest level, the user can directly control the turtle by issuing single commands. User-defined procedures may also be written, and these can be added together to build up more complex procedures. Procedures may also be recursive, although it should be pointed out that using procedures, especially recursive ones, makes the program response extremely slow.

The program can cope with nested repeat loops, mixing of loops and procedures, assignment of variables, and arithmetic functions carried out on these (+, -, * and /). Variables may also be used as parameters for those commands that take them.

When using the program, remember that all typing should be done in lower case, and spaces should appear between reserved words and parameters or special symbols. The turtle graphics commands supported are:

forward (or fd) — this takes a single parameter and moves the turtle that distance forward.

back (or bk) — as forward, but moves

right (or rt) — this takes a single parameter and moves the turtle right through that number of degrees.

left (or lt) — as right but turns left. penup (or pu)—this lifts up the drawing

pendown (or pd) — this puts down the drawing pen.

setx — this sets the x coordinates of the turtle, takes one parameter.

sety — this sets the y coordinates similarly.

repeat (or rep) — this is used for looping. It should be followed by a control variable, and a set of instructions to be carried out, held within square brackets. These instructions can include calls to user-defined procedures. The control variables can be a value or a variable identifier. The full structure of the statement is — repeat control_variable [statements].

to — this is used to define procedures. It should be followed by the name of the procedure, and then the instructions that make up the procedure. The procedure definition is terminated by the instruction 'end'. Parameters are not passed to or from these procedures, but by defining variables before a procedure is called you can circumvent this limitation. Procedures may be fully nested

end - see 'to'.

rubberon (or ron)—this has the effect of making the turtle draw in the background colour.

rubberoff (or roff) — this makes the turtle revert to drawing as normal.